



PREVIOUSLY IN SPAWN

Father Hallwell warns the Vatican to not push Jim too hard too fast. However, the Vatican feels they need to contain Jim as quickly as possible, and they resign to other measures.

Cog continues to mentor Jim and lets him know of his extreme uniqueness. His hopes are that the powers Jim holds have the ability to free them both from this curse.

Daniel Kilgore pays a visit to one of the patients Jim healed, only to make a startling

The Old Guard meets with Solomon Pure, who agrees to help Bludd in his quest to unlock the portal to Heaven...and God.





Jim Downing (Spawn) — A man whose past is shrouded in mystery, and connected intimately to the very fabric of the Spawn mythos, Jim is the world's newest Hellspawn...and so much more. Having spent years in a deep coma, Jim's main drive is piecing together the fragments of the man he was, in an effort to discover the man he truly is.



Cogliostro – Once locked in a tower in Hell, the ultimate Hellspawn mentor has mysteriously returned to guide the newest Hellspawn, Jim Downing. However, his motivations are not yet clear, leaving Jim to wonder if Cog can be trusted.



Dead Zone — A celestial safe zone, which neutralizes both agents of Heaven and Hell's powers. Several Dead Zones exist, though few have been revealed. These portals allow Heaven and Hell to place each other's pieces (agents) on the board (Earth), but they're full origin story may alter the game in a way no one's imagined.

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